

What is claimed is:

1. A host terminal emulator that operates a client computer, which is connected to a monitor for displaying various kinds of screens and to a communication control unit for transmitting/receiving data to/from a host computer, said emulator comprising steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates in CUI screen data when said communication control unit receives CUI screen data from said host computer;

generating GUI screen data in which GUI parts corresponding to said first attribute are set at respective coordinates following the detected coordinate;

correcting said GUI screen data in response to the coordinate at which said first attribute is set; and

displaying a screen based on the corrected GUI screen data on said monitor.

2. The host terminal emulator according to claim 1, wherein said GUI screen data is corrected to delete said GUI parts when the coordinate at which said first attribute is set represents the upper left corner of the screen.

3. A host terminal emulator that operates a client computer, which is connected to a monitor for displaying various kinds of screens and to a communication control unit for transmitting/receiving data to/from a host computer, said emulator comprising steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates in CUI screen data when said communication control unit receives CUI screen data from said host computer;

generating GUI screen data in which GUI parts corresponding to said first attribute are set at respective coordinates following the coordinate at which said first attribute is set;

detecting a coordinate at which a second attribute corresponding to said first attribute is set from coordinates in said CUI screen data;

correcting the GUI screen data in response to the coordinate at which said second attribute is set when a coordinate at which said second attribute is detected; and

displaying a screen based on the corrected GUI screen data on said monitor.

4. The host terminal emulator according to claim 3, wherein said GUI screen data is corrected to transform said GUI parts when a coordinate at which said second attribute is detected and the line including the coordinate at which said second attribute is set is separated three or more lines from the line including the coordinate at which the first attribute is set.

5. A host terminal emulator that operates a client computer, which is connected to a monitor for displaying various kinds of screens and to a communication control unit for transmitting/receiving data to/from a host computer, said

emulator comprising steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates in CUI screen data when said communication control unit receives CUI screen data from said host computer;

generating GUI screen data in which GUI parts corresponding to said first attribute are set at respective coordinates following the detected coordinate;

detecting a coordinate at which a second attribute corresponding to said first attribute is set from coordinates in said CUI screen data;

correcting the GUI screen data to transform said GUI parts when a coordinate at which said second attribute is not detected; and

displaying a screen based on the corrected GUI screen data on said monitor.

6. A host terminal emulating method running on a client computer that transmits/receives data to/from a host computer, said method comprising steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates in CUI screen data when CUI screen data is received from said host computer;

generating GUI screen data in which GUI parts corresponding to said first attribute are set at respective coordinates following the detected coordinate;

correcting said GUI screen data in response to the coordinate at which said first attribute is set; and

displaying a screen based on the corrected GUI screen

data on a monitor.

7. A host terminal emulating method running on a client computer that transmits/receives data to/from a host computer, said method comprising steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates in CUI screen data when CUI screen data is received from said host computer;

generating GUI screen data in which GUI parts corresponding to said first attribute are set at respective coordinates following the coordinate at which said first attribute is set;

detecting a coordinate at which a second attribute corresponding to said first attribute is set from coordinates in said CUI screen data;

correcting the GUI screen data in response to the coordinate at which said second attribute is set when a coordinate at which said second attribute is detected; and

displaying a screen based on the corrected GUI screen data on a monitor.

8. A host terminal emulating method running on a client computer that transmits/receives data to/from a host computer, said method comprising steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates in CUI screen data when CUI screen data is received from said host computer;

generating GUI screen data in which GUI parts corresponding to said first attribute are set at respective

coordinates following the coordinate at which said first attribute is set;

detecting a coordinate at which a second attribute corresponding to said first attribute is set from coordinates in said CUI screen data;

correcting the GUI screen data to transform said GUI parts when a coordinate at which said second attribute is not detected; and

displaying a screen based on the corrected GUI screen data on a monitor.

9. A computer-readable medium that contains a host terminal emulator that operates a client computer, which is connected to a monitor for displaying various kinds of screens and to a communication control unit for transmitting/receiving data to/from a host computer, said emulator comprising steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates in CUI screen data when said communication control unit receives CUI screen data from said host computer;

generating GUI screen data in which GUI parts corresponding to said first attribute are set at respective coordinates following the detected coordinate;

correcting said GUI screen data in response to the coordinate at which said first attribute is set; and

displaying a screen based on the corrected GUI screen data on said monitor.

10. A computer-readable medium that contains a host terminal

emulator that operates a client computer, which is connected to a monitor for displaying various kinds of screens and to a communication control unit for transmitting/receiving data to/from a host computer, said emulator comprising steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates in CUI screen data when said communication control unit receives CUI screen data from said host computer;

generating GUI screen data in which GUI parts corresponding to said first attribute are set at respective coordinates following the coordinate at which said first attribute is set;

detecting a coordinate at which a second attribute corresponding to said first attribute is set from coordinates in said CUI screen data;

correcting the GUI screen data in response to the coordinate at which said second attribute is set when a coordinate at which said second attribute is detected; and

displaying a screen based on the corrected GUI screen data on said monitor.

12. A computer-readable medium that contains a host terminal emulator that operates a client computer, which is connected to a monitor for displaying various kinds of screens and to a communication control unit for transmitting/receiving data to/from a host computer, said emulator comprising steps of:

detecting a coordinate at which a predetermined first attribute is set from coordinates in CUI screen data when said communication control unit receives CUI screen data from said

host computer;

generating GUI screen data in which GUI parts corresponding to said first attribute are set at respective coordinates following the detected coordinate;

detecting a coordinate at which a second attribute corresponding to said first attribute is set from coordinates in said CUI screen data;

correcting the GUI screen data to transform said GUI parts when a coordinate at which said second attribute is not detected; and

displaying a screen based on the corrected GUI screen data on said monitor.